Annotated Bibliography Summary

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My teammate in Learning Team A suggested that we use the social bookmarking service named, “Delicious” ( <https://delicious.com>) to share and store technology resources in which we were collaborating. She had this proposal because she had used this website before and found it to be extremely user friendly. With “Delicious”, one can search using keywords within the site or use a search engine to find what you are looking for. After finding websites that prove useful, instead of bookmarking with the browser toolbar, add the search results to “Delicious”, this keeps all information in one place. When the information is needed again, use a keyword search or sign into your account and everything bookmarked once is still there. Additionally, others can contribute to and add their own findings to yours. This website is an excellent way of collaborating with students, coworkers, or friends.

Three technology resources identified in the annotated bibliography are “Readability”, “Polleverywhere”, and “Scratch”. “Readability”, transforms most web pages into a “clean view” by removing advertisements and clutter (*Readability*. (2013). When students are accessing a web page, they can read at that moment or store for later use on the computer, Smartphone, or tablet. Currently, there is not a charge for the access however, it does require a download and works with most web browsers. Some have said that some complications occur when using Chrome. Once an article is found, it can be easily saved or shared. “Readability” is compatible with social media website such as twitter and facebook simply by using hot buttons. For those who need additional assistance in reading, articles are simplified by removing extra words and pictures which will help reduce distractions and increase participation. Additionally, some may find that changing the font color, black on white to white on black, helpful as well as having five different font sizes. One drawback that stands out is some URL’s may not work with “Readability”, and since it requires a download, may be difficult to use on school computers without it being preinstalled. In evaluating this tool, observations would be made and of the number of student users. Then, record this number and see if student use changes over time.

Many school districts are struggling financially, therefore, “Polleverwhere” is an alternative to the expensive clicker technology. A web-based program that integrates cell phones and can save schools thousands of dollars, which can be used elsewhere. The cost is free for a simple plan that can accommodate up to 40 devices, is effective technology for taking roll, formative assessments, and surveys can be used across the curriculum. The K-12 Premium plan is $50 per year and is better for classroom use and accesses up to 40 devices. Additionally, this plan is for unlimited classes and includes multiple choice, true/false and open-ended responses. Other advantages are; PowerPoint and daily learning objectives can be added, and this tool has the option of grade reporting. Disadvantages are not all students may have an internet capable cell phone, and some phones may not link up correctly. Additionally multimedia components are needed such as a computer capable projector. In evaluating this tool, a similar web-based program was used recently; it was truly user friendly and easily accessible with the link to cell phones.

"Scratch" is cost and license free web-based site for using one's creativity to make and share games, animations and stories around the world. Students including homebound learners can use the multi-curriculum tool to develop projects that promotes logical thinking, collaborative learning, and artistic skills. An instructional video is available for those in need of the visual aid. One possible fault is it will require time to learn how to use and to educate others. Possible instructional strategies are that students can work together to collaborate and create timelines of historical events, for example. Evaluation of the resource will come when observing students outcomes and potential problems.

There are many tools available for student-centered classroom use. These are but a few that we reviewed in this summary however, as we have said, countless more exist. Many web 2.0 and 3.0 tools exist for teacher and student use on the World Wide Web. It just takes a little time and initiative to find that special touch that what will help design a more engaging lesson for your students.

References

*Delicious*. (2013). Retrieved from <https://delicious.com>

*Poll everywhere*. (2013). Retrieved from <http://www.polleverywhere.com>

*Readability.* (2013.). Retrieved from <http://www.readability.com/>

*Scratch*. (2003). Retrieved from http://scratch.mit.edu/